

## **ABSTRACT**

**CREATIVE PROJECT:** Tactile Animation

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**DEGREE:** Master of Arts

**COLLEGE:** Fine Arts

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**PAGES:** 19

This creative project takes a look at a new method of approaching the study of animation through use of a new type of 3-dimensional zoetrope called the ellistrobe. The ellistrobe helps answer “the whys” that linger in the heads of new animators. As they look at the figures dance and come to life all at once while the ellistrobe is spinning, they can study the figure from a variety of views all at once. They can concentrate on one angle, and then compare it to any other in an instant. The student now has the opportunity to hold a frame in their hands. This will help them grasp the concepts of 3-dimensionality, thinking in the round, and foreshortening, and not just seeing an image on the screen. By doing this they can further study and grasp the concepts of key poses and dynamic drawings. Being able to investigate what happens from many perspectives and in different tangible fragments provides an excellent learning tool not previously accessible.